

Benjamin R. Parks

1351 Still Monument Way. Raleigh, NC 27603
ben@mousemanproductions.com
516.353.0363

EDUCATION

MFA Computer Art: Computer Animation - School of Visual Arts, New York, NY

BS Mass Communications: Radio-TV/Photography: Digital Animation – MTSU, Murfreesboro, TN
Minors in Art and Music Arts

PROFESSIONAL EXPERIENCE

Owner / Director Mouseman Productions, LLC – Raleigh, NC **1999 - present**

- Heading team on producing pilot for Max & Wrigley animated children's show
- Currently in production on animated short film (unannounced)
- Developed and executed complete websites
- Created Maya and Flash animations, animated short films

Program Coordinator, Animation & Game Design - Living Arts College, Raleigh, NC **2009-present**

- Teach classes in animation and game design primarily through Maya and Unreal
- Tutor students outside of class time as needed
- Develop curriculum, tests and assignments for assigned classes

Instructor, Animation & Game Design – Art Institute of Raleigh-Durham, Durham, NC **2017**

- Teach classes in animation and game design primarily through Maya
- Tutor students outside of class time as needed
- Develop curriculum, tests and assignments for assigned classes

Consultant, ATEN, Inc. – Raleigh, NC **2010 - 2015**

- Consultant - Assisted in Game Development
- Majority of work was voiceover recording for serious games
- Found talent, recorded and edited audio for the games

Instructor, ITT Technical Institute – Nashville, TN **2009**

- Taught classes in animation and game design primarily through 3DS Max
- Tutor students outside of class time as needed

Substitute Teacher, School of Visual Arts **2008**

- Substituted for Intro to Maya and Intro to MEL Scripting as needed
- Assisted students with MEL scripting basics
- Assisted students with Maya basics
- Tutored students outside of class time as needed

Graduate Teacher's Assistant, School of Visual Arts **2008**

- Substituted for Intro to Maya and Intro to MEL Scripting as needed
- Assisted students with MEL scripting basics
- Assisted students with Maya basics
- Tutored students outside of class time as needed

Adjunct Professor, Art Institute - Online Division, Pittsburgh, PA **2007-2008**

- Taught classes in digital video, interface design and storyboarding
- Facilitated students through online interface
- Held live sessions online to review assignments and tutor students as needed

Benjamin R. Parks

1351 Still Monument Way. Raleigh, NC 27603
ben@mousemanproductions.com
516.353.0363

PRODUCTION EXPERIENCE

<u>Max & Wrigley – Children’s Show Pilot</u>	Current	Director, Art Director, Executive Producer
<u>Erika’s Lighthouse – PSA</u>	2016	Director, Art Director - LAC Student PSA
<u>Paws for Vets - PSA</u>	2016	Director, Art Director - LAC Student PSA
<u>Process to Game – Commercial</u>	2015	Director, Art Director - LAC Student Commercial
<u>Deconstruction</u>	2014	Director, Art Director - LAC Student Animated Short
<u>Dragon Tour – Commercial</u>	2013	Director, Art Director - LAC Student Commercial
<u>Drawing Table – Commercial</u>	2012	Director, Art Director - LAC Student Commercial
<u>Blast From the Past</u>	2012	Director, Art Director - LAC Student Animated Short
<u>Seeds of Hunger</u>	2012	Director, Art Director - LAC Student Animated Short
<u>Where is Ziggy?</u>	2012	Director, Art Director - LAC Student Animated Short
<u>Bloody Mary Lite (feature film)</u>	2009	Animator and visual effects artist
<u>YooStar</u>	2009	Created animated backgrounds
<u>Grand Vista Music</u>	2009	Created 3D and illustrated images for web
<u>Curious Pictures</u>	2008	Motion Capture Animator
<u>Mitch Chivus - Fartsy Claus</u>	2008	Animator, compositor, editor, sound
<u>Pink Pig Purple Carpet</u>	2007	3D elements for use as reference

PRACTICUM EXPERIENCE

- Motion Capture Artist - Internship, Curious Pictures, New York, NY** **2008**
 - Performed dot farming on Vicon’s IQ software and retargeted using Autodesk MotionBuilder 7 for a future Harmonix project. Operated reference camera for motion capture session.
- Lead Animator - Internship, Tiny Mantis Game Design, New York, NY** **2006**
 - Storyboarded, modeled, textured, lit, and rendered intro animation for video games
 - Assisted in devising the concept and development of the game

Gallery Shows

Visual Arts Gallery	New York, NY	May 25 – June 9, 2007
School of Visual Arts Amphitheater	New York, NY	April 24 – 27, 2007

PROFESSIONAL ORGANIZATIONS

SIGGRAPH	2006 - present
Association for Computing Machinery	2006 - present

SKILLS

Animation	Editing/Compositing	Web Design/Graphics	Code
Maya	Adobe After Effects	Adobe Photoshop	MEL
3D Studio Max	Adobe Premiere	DreamWeaver	Unreal Blueprint
Unreal Engine	Final Cut Pro	Flash	UNIX bash
MotionBuilder	Shake	Adobe Illustrator	Visual Studio C++
Vicon IQ	DVD Studio Pro		C++
Syflex	Sony Vegas Movie Studio		FileMaker Pro
RealFlow			Flash ActionScript 2
ParticleIllusion			HTML
Magpie Pro			CSS
iStopMotion			Javascript